

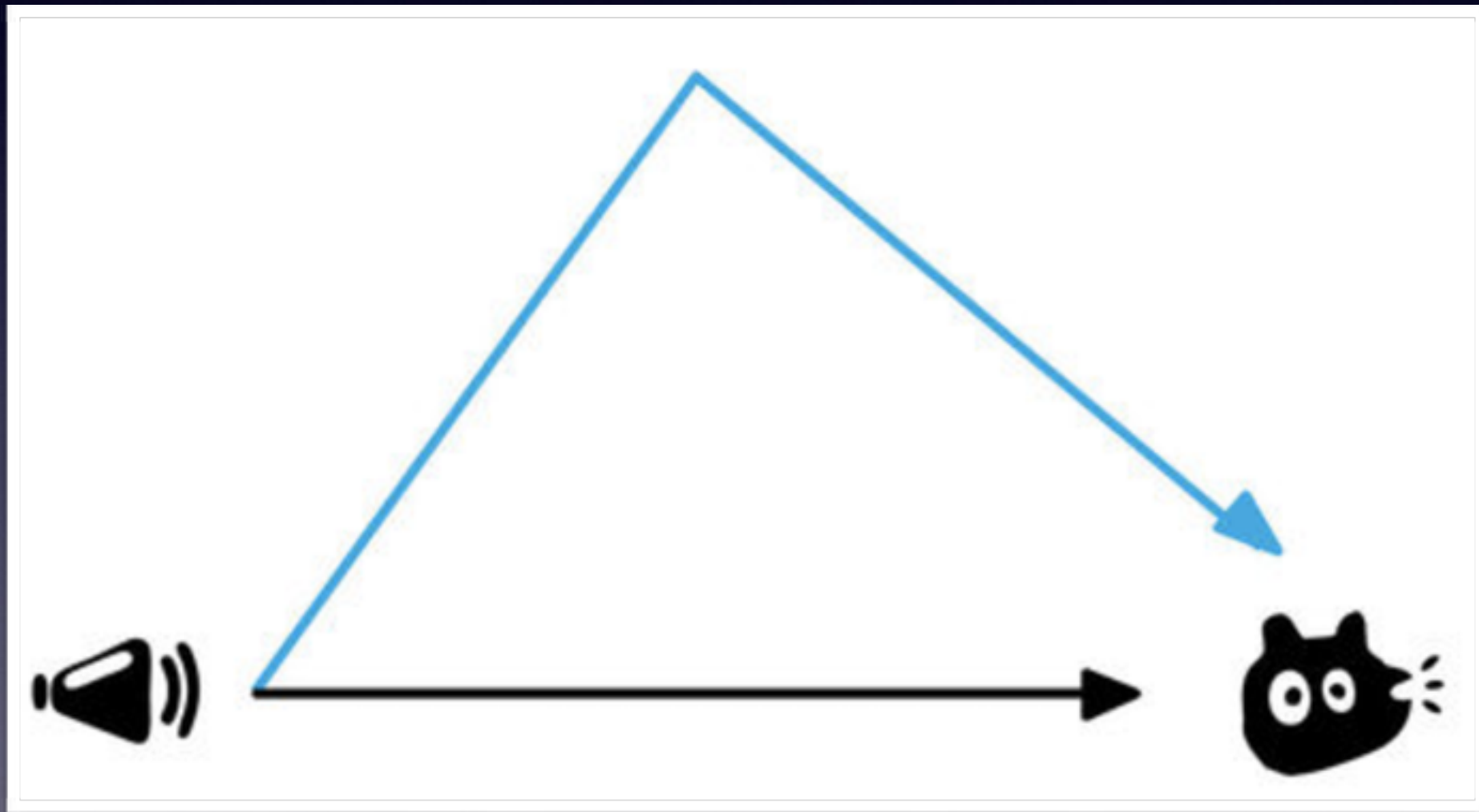
Reverberation

殘響產生器

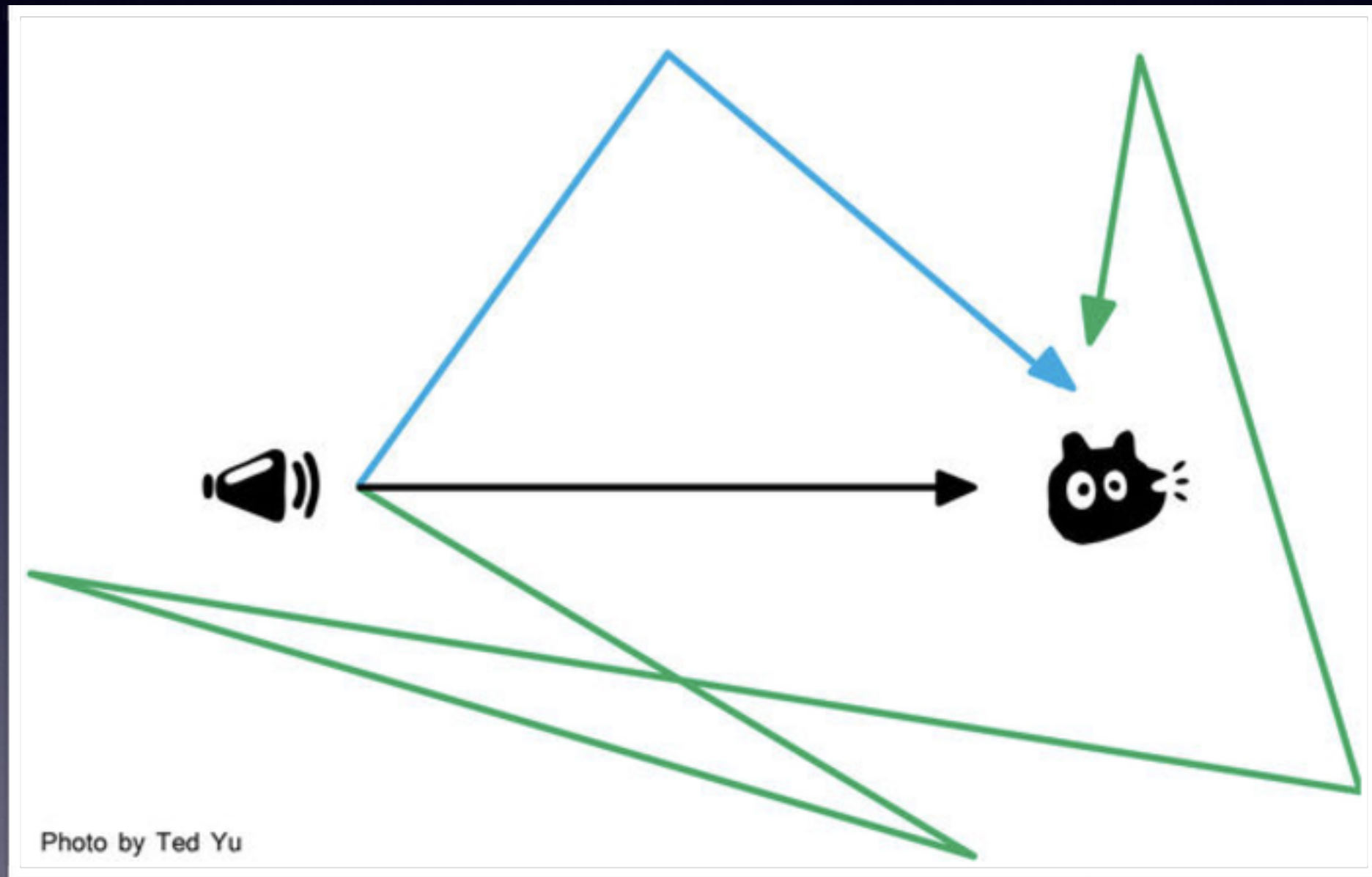
Introduction

- Reverberation is the persistence of sound after a sound is produced.
- A reverb, is created when a sound or signal is reflected causing a large number of reflections to build up and then decay as the sound is absorbed by the surfaces of objects in the space – which could include furniture, people, and air.
- When the sound source stops but the reflections continue, decreasing in amplitude, until they reach zero amplitude.

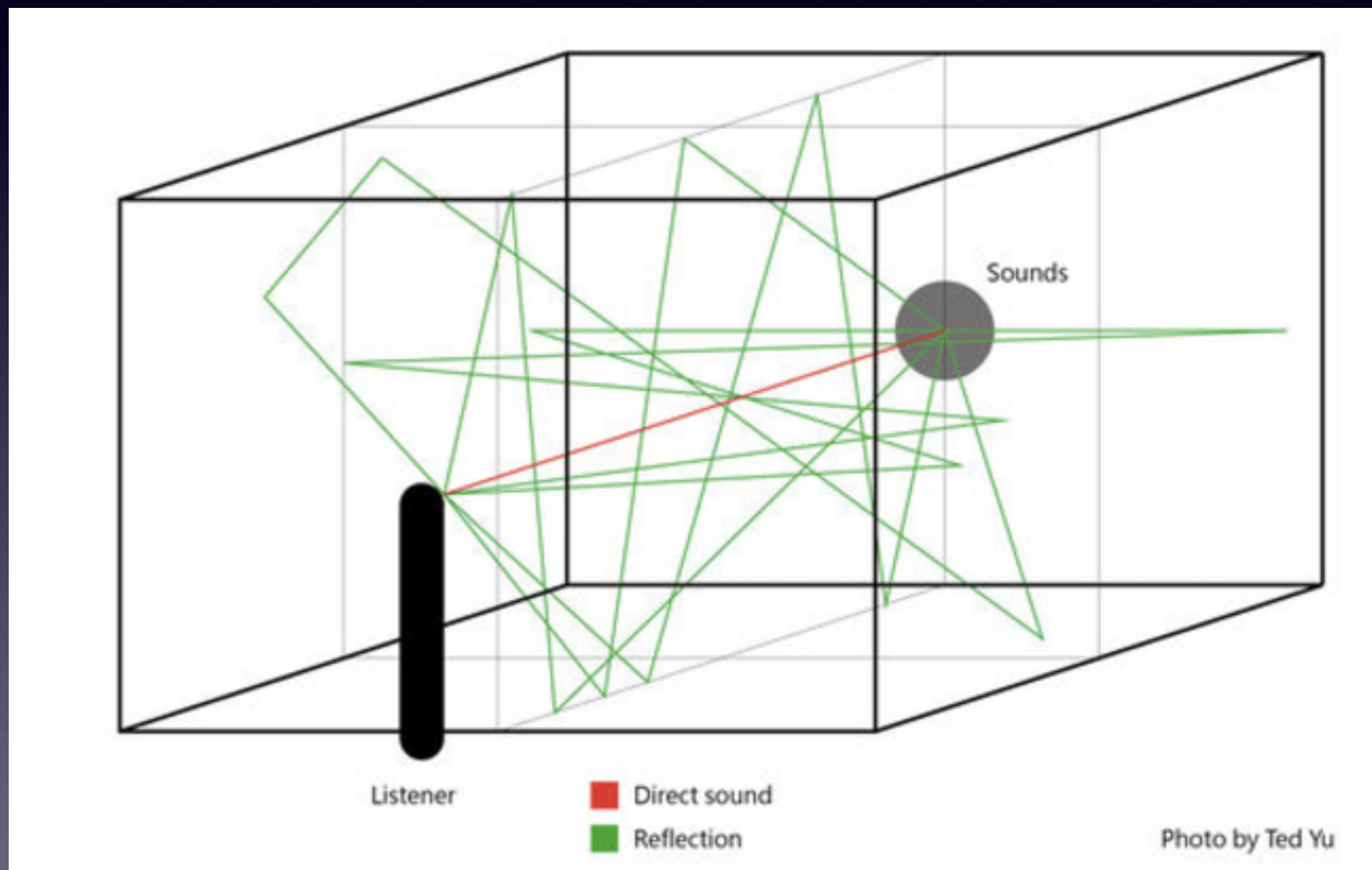
Direct Sound & Pre-delay



Early & Late Reflection



Reverb in 3D



Target Structure

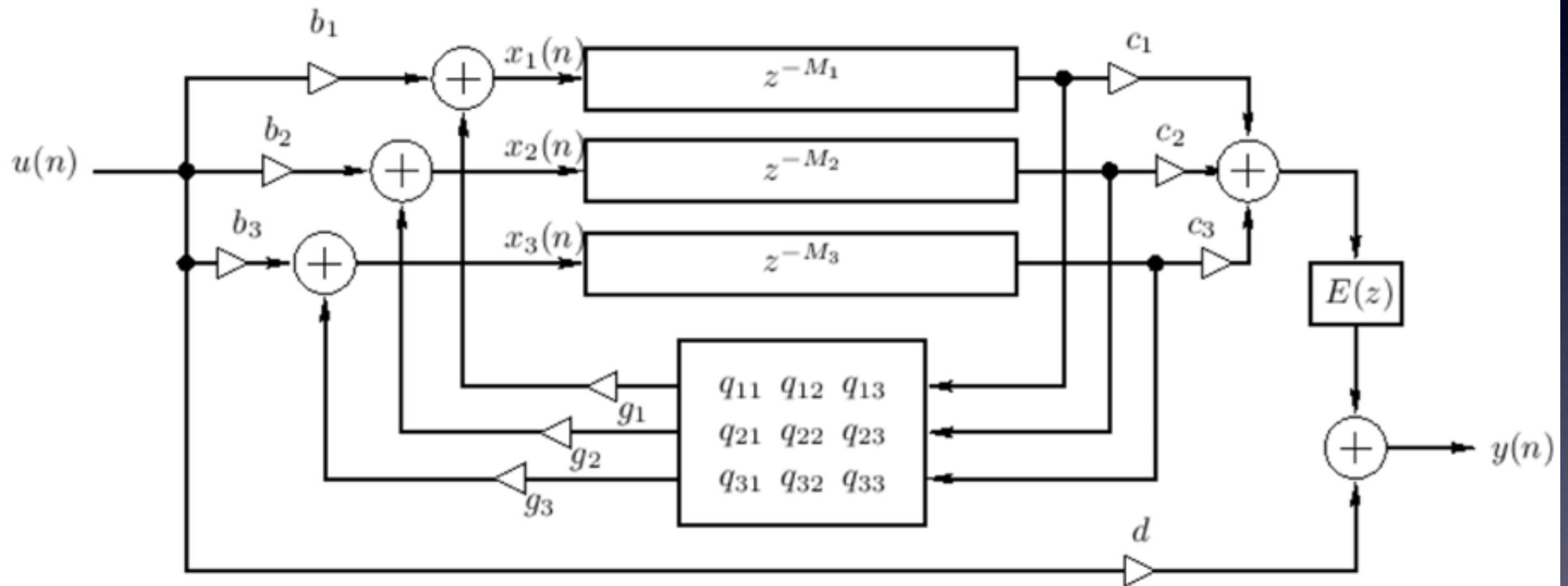


Figure 3.10: Feedback Delay Network (FDN) structure proposed for artificial reverberation by Jot.

Links

- <https://www.youtube.com/watch?v=Q9Lq9T3IvrQ&t=4s>
- https://www.youtube.com/watch?v=_6ygfxmdi_w&t=22s